

From: Anthony Tribby
To: microsoftcomments@doj.ca.gov@inetgw
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Subject: Microsoft's monopoly also hurts non-customers

One point I have yet to hear raised in the entire discourse related to this case is how Microsoft's monopoly mindset even hurts people who use none of it's products.

My company has servers running on Mac OS X and straight Unix, with no MS machines or server software running anywhere. Yet, we have periodically experience huge performance drops on our servers when email viruses have surfaced that exploit well-known security holes in MS's software, as our servers will be deluged with thousands of requests for access to ports that would be vulnerable on an MS server. Even though these requests are otherwise harmless to our machines, just the processor time eaten up by rejecting them can be a drag on performance.

While Microsoft might say blame for this should all be laid on the heads of the "hackers", I feel that MS has been negligent in releasing such horribly flawed software in the first place, and doubly so in taking a very passive stance in making their customers aware of the problems and (only some of the time) methods for addressing them. If a car owner can be successfully held negligent for damages caused by a car theft because he left keys in a running car, I think clearly MS is being negligent by releasing such easily-exploitable software.

This negligence is compounded by the fact that MS's near-monopoly standing in the computer market makes it difficult for those who might prefer to move to another platform, which in turn puts less pressure on MS to actually fix the problems, or to make sure all their customers are aware of the need to fix them.

a.t.tribby

CC: Microsoft ATR,attorney.general@po.state.ct.us@inet...

